



MISSION 10 LEAPING DEATH

At the time of the Battle for Macragge, the serving Captain of the Ultramarines' Second Company was Agemman, a stoic veteran of faultless service. As more reinforcements from the Ultramarine fleet began to make landfall on the planet's surface, Agemman played a key role in rallying various elements of the beleaguered forces. What is called the Battle for Macragge was actually hundreds of large-scale battles in which thousands of warriors died every minute. In smaller, desperate skirmishes, however, the actions of a few individuals forever changed the course of events. One such clash took place around a downed lander, as Agemman and a lone combat squad desperately activated a locator beacon, urgently calling in reinforcements to the sector he and his men fought to hold.



FORCES

ULTRAMARINES

- Captain Agemman
- Squad Guardatus – 4 bolters, 1 flamer

TYRANIDS

- 10 Termagants
- 8 [Hormagaunts](#)

OBJECTIVE

ULTRAMARINES

- **Win:** Captain Agemman is still alive, and the Ultramarines are within 6" of the locator beacon.

TYRANIDS

- **Win:** Captain Agemman is dead, or the Ultramarines are not within 6" of the locator beacon.

Game Length: The game lasts for 6 turns.

SET-UP

The board is set up with locator beacon in the center of the board and the cockpit of the crashed Imperial Lander touching it. All other sections of wreckage are placed no closer than 6" to the cockpit section. Squad Guardatus and Captain Agemman deploy touching one board edge, after which the Hormagaunts and Termagants deploy touching the opposite edge. Victory conditions are checked after the 6th complete turn.





ULTRAMARINES RULES

Squad Guardatus: The squad moves, shoots, and assaults as described in [Mission 8](#).

Shooting the Hormagaunts: Providing the Hormagaunt brood is in range, Squad Guardatus may shoot its bolters at the Hormagaunts as described in [Mission 8](#). Squad members will hit on 3+ and wound on a 3+. Hormagaunts get no armor save against bolter shots but may attempt cover saves on a 5+ provided that they are touching a piece of wreckage. The flamer works as normal against Hormagaunts and will kill them on a 3+.



Assaulting the Hormagaunts: Squad Guardatus may assault the Hormagaunts if Squad Guardatus is within 6" of them and has not fired its bolters, and Sergeant Guardatus has not fired his bolt pistol twice. Sergeant Guardatus gets 2 Attacks, while the other Space Marines get 1 each. If Space Marines charge, each model gets 1 additional Attack. They will hit the Hormagaunts on a 4+ and wound on a 3+. The Hormagaunts may attempt an armor save of 6+. Space Marines and Hormagaunts fight simultaneously.



Captain Agemman: Captain Agemman is a heroic warrior with enormous willpower. As such, he can suffer 2 Wounds before he dies, instead of 1.

Move: Captain Agemman is operating on his own in this scenario and does not need to maintain unit coherency with Squad Guardatus. Captain Agemman moves 6", unless he enters difficult terrain (i.e., wreckage), in which case, roll 3D6 and choose the highest result as his maximum move in inches. Agemman may only roll 3D6 if he is unaccompanied. If he is with his Command Squad, he must move at its speed.

Shoot: Rare and devastating, plasma weapons fire shells of bright glowing plasma. When a plasma shell hits, tremendous heat and energy are released, destroying the target in an almighty explosion. The victim suffers the dual effects of searing heat and explosive force. However, plasma weapons are not used without risk. They frequently overheat, venting scorching hot gases and liquid plasma onto their operators. Only the bravest of warriors dare carry these weapons.

Captain Agemman is armed with a deadly plasma pistol, which works similarly to a bolt pistol. Agemman may fire once if he moves or twice if he stands still. If he fires twice, he may not make an Assault Move that turn. A plasma pistol has a range of 12", and Agemman hits on a 2+. Any hits will wound Tyranid Warriors, Termagants, and Hormagaunts on a 2+. No armor saves may be taken against hits from a plasma pistol, although cover saves may be taken as described in previous missions.

Gets Hot: Plasma weapons are utterly deadly. However, firing one poses a significant danger to the firer. Whenever a plasma gun is fired, there is a risk it will overheat. If the roll to hit is equal to or less than the number of shots fired, the firer must pass an armor save or take a Wound. Captain Agemman has a 3+ armor save, even against an over-heated plasma pistol.

Assault: Sheathed in the lethal haze of a disruptive energy field, a power weapon eats through armor, flesh, and bone with ease. Wielded only by heroes or specialist warriors, power weapons are among the most deadly items in the arsenal of any army.

Captain Agemman fights with 3 Attacks in close combat, unless he charges, in which case, he fights with 4. He may assault as normal, moving 6" and treating difficult terrain as described in the [Move](#) section above. Agemman is fast and strikes before Termagants and Hormagaunts. He hits and wounds them on a 3+. Agemman and Tyranid Warriors strike simultaneously in close combat. Agemman hits and wounds them on a 4+. Because of the deadly power of his lightning claw, any die that fails to wound in assault may be rerolled once. Thanks to his lightning claws (which are power weapons), there are no armor saves against Wounds inflicted by Captain Agemman in combat.

TYRANIDS RULES



Termagant Brood: The Termagant brood moves, shoots, and assaults as described in [Mission 8](#) with the same chances of hitting and wounding as detailed there.



Hormagaunt Broods: A Hormagaunt is single-minded in its engineered purpose of closing with the foe and eviscerating it with its scythe-like claws. Hormagaunts are very fast and seemingly indefatigable, constantly moving in restless swarms that appear to be made of nothing but rippling claws and ridged armor plates. Another manipulation of the Gaunt genus, this bio-form is more upright, with two sets of upper limbs equipped with well-developed claws. Its lower legs are long and powerful. They tuck up beneath the creature when at rest and then flick out to drive it forward in a series of bounding leaps.

Move: [Hormagaunts](#) may move up to 6". If they wish to move across difficult terrain (i.e., wreckage), they must roll 3D6 and take the highest score as their maximum move in inches that turn.

Fleet of Claw: During the Shooting Phase, a Hormagaunt brood may use Fleet of Claw as described in [Mission 5](#).

Assault: [Hormagaunt](#) broods fight in a unique style that brings their numbers to bear with deadly force. A Hormagaunt brood may assault 12" instead of the normal 6". If an Assault Move takes them into difficult terrain, roll 3D6 as usual and double the score on the highest die to determine their maximum move that turn. In combat, a Hormagaunt fights with 2 Attacks, unless it charges, in which case, it fights with 3. All Hormagaunts within 4" of an enemy can strike, as they leap into the fray. Hormagaunts strike after Captain Agemman but simultaneously with other Space Marines. Hormagaunts require scores of 4+ to hit and 5+ to wound. Space Marines may take their armor saves on 3+ as normal.

Wave Attack: The Tyranid activity in the area is intense with great swarms racing about and doing the bidding of the Hive Mind. The Tyranid player may bring on reinforcements from his casualties to represent this fact. At the start of each Tyranid turn, the controlling player may create one new brood of Termagants or Hormagaunts, with a minimum size of three models. This unit may enter play, per the normal Movement rules, from any table edge. Remember that there can never be more than 10 Termagants and 8 Hormagaunts in play at once.

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